



UNIT GRAPHIC ORGANIZER

SUBJECT: English

UNIT: 4

COURSE: SEVENTH

TEACHER: Angelica Bautista/July Garcia. **DATE:** September 12th, 2022

LANGUAGES OF THE WORLD/ STAYING HEALTHY / FROM COVER TO COVER/ DIFFERENT INGREDIENTS / LIFE CHANGES

- THROUGHLINES:**
1. What are the current challenges do you face to learn a new language? How do you lead on them?
 2. What advices do you give teenagers to get a healthy life based on your own experience?
 3. How do you promote reading books for teenagers currently?
 4. What have the most meaningful changes been in your life so now?

GENERATIVE TOPIC:

VIDEOGAMERS IN ACTION!

UNDERSTANDING GOALS:

<p>The student will understand the difference between present perfect and past simple usage by reading some articles about learning other languages to plan a Storytime about his/her experience as a student in English classes.</p>	<p>The student will reflect about the importance of the teen health and the reading by listening to young people talking about it with the purpose of use reflexive pronouns and first conditional to give advices related to the topics based on his/her current experience.</p>	<p>The student will strength his/her communicative skills in groups when he/she will write a simple recipe taking into consideration the present simple passive to explain the steps to follow for the dish presentation.</p>	<p>The student will relate about the most meaningful changes in his/her life using past simple passive when he/she will make his/her life fact file to share the gotten learning with others.</p>
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	UNDERSTANDING PERFORMANCES	TIME	ASSESSMENT
	ACTIONS		WAYS
			CRITERIA
Exploration Stage	<ol style="list-style-type: none"> 1. To plan a Storytime about the experience as a student learning a new language. 2. To create a health advice for teenagers. 3. To carry out a recipe with different ingredients. 4. To design a life fact file with the most meaningful changes in their life. <p><u>SYNTHESIS PROJECT:</u> <i>Week 1: Teachers and students will decide on a videogames list to organize the sketch for the English Fair. Then, they will make some research about the chosen videogames in order to prepare the stand.</i> <i>Week 2: Students will gather and share information about the most relevant information of the assigned videogame. Then, they will start thinking how to create their stand in order to be shared with the audience.</i></p>	2 WEEKS	<ol style="list-style-type: none"> 1. Recognizing past tenses and forms of verbs. 2. Matching body parts and reading experiences. 3. Describing a recipe and the ingredients 4. Following instructions and creating their own fact file.
			<ol style="list-style-type: none"> 1. Understands key elements. 2. Listens for details . 3. Follows the proper pronunciation and intonation. 4. Shows oral interaction.

<p>Guided Stage</p>	<p>5.To describe your previous life experiences. 6.To recognize grammar structures in regular speeches. 7.To describe main facts about the health. 8.To ask and give information also advices about health care. 9.To read about gastronomy and different kind of food. 10.To follow instructions and explain it to their classmates. 11.To reflect about the most meaningful life changes. 12.To read and research about people life changes.</p> <p><u>SYNTHESIS PROJECT:</u></p> <p><i>Week 3: Students will distribute their roles to prepare their videogame stand presentation, taking into consideration a content script.</i> <i>Week 4: Students will share the outcome with the audience in the English Fair showing their communicative skills in context.</i> <i>Weeks 5: Students will debate about the gotten experience as a lecturer (leader) and as a video gamer to conclude the activity inside the classroom.</i></p>	<p>3 WEEKS</p>	<p>5. Using past tenses on the regular and formal speeches. 6. identifying past tenses in the reading. 7. Classifying information. 8. Solving a hypothetical situation by given advices. 9. Highlighting unknown words and searching new information. 10. Sharing ideas from the text. 11. Relating relevant events. 12. Identifying key words.</p>	<p>5. Shows functional language. 6. Uses specific details. 7. Practices learning strategies. 8. Follows a sequence. 9. Shows understanding of key elements. 10. Takes notes.</p>
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<p>Learning Evidence</p>	<p><u>SYNTHESIS PROJECT</u> <i>Week 6: Students will prepare a photographic report to collect the most relevant moments in action in the English Fair.</i> <i>Week 7-8: Students will share the report inside the classroom to close the great event and the school year.</i></p> <p>Synthesis Project <i>“Videogamers in action”</i> <i>Students will create a stand about a specific videogame proposed in class in which they use different resources and materials to show the importance and quality of it to the public as an aim to promote the communicative skills in a specific context.</i></p>	<p>3 WEEKS</p>	<ol style="list-style-type: none"> 1. Speaking production by using the main topics of the term articulating with the features in action. 2. Following a process. 3. Evaluating students through the use of a rubric sheet. 	<p>- Uses functional language, human and material resources to carry out the task.</p>
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